

FIG. 1

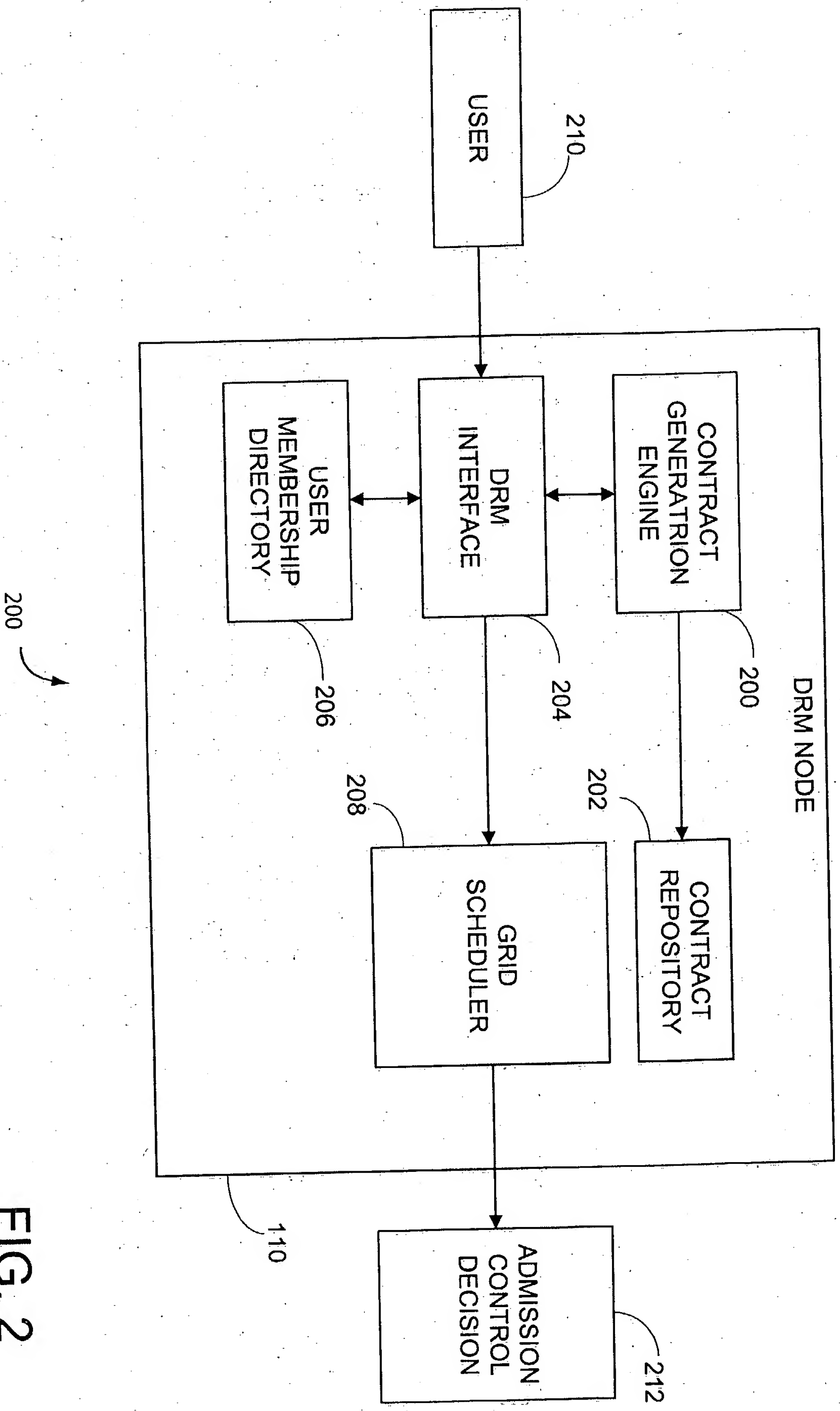


FIG. 2

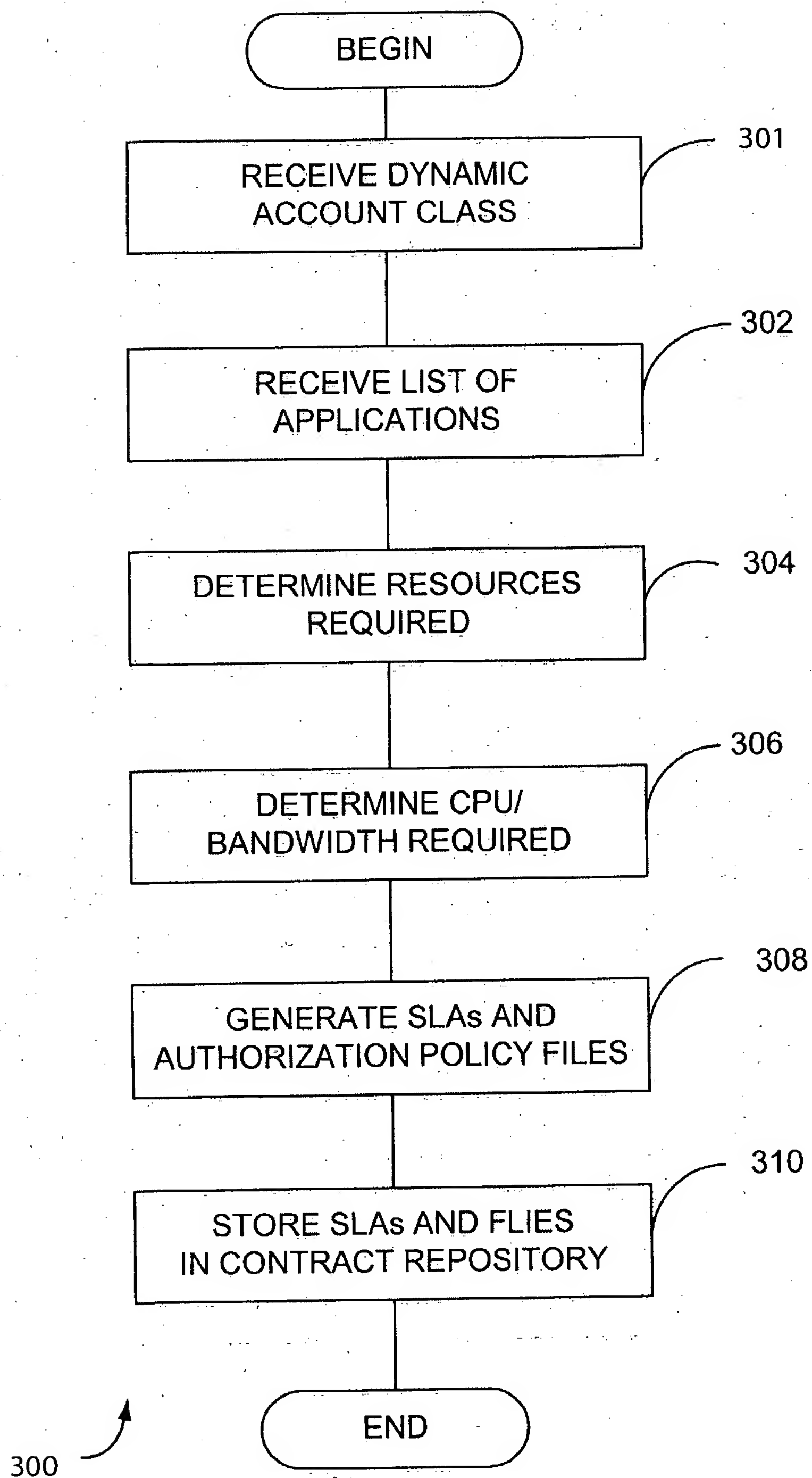


FIG. 3

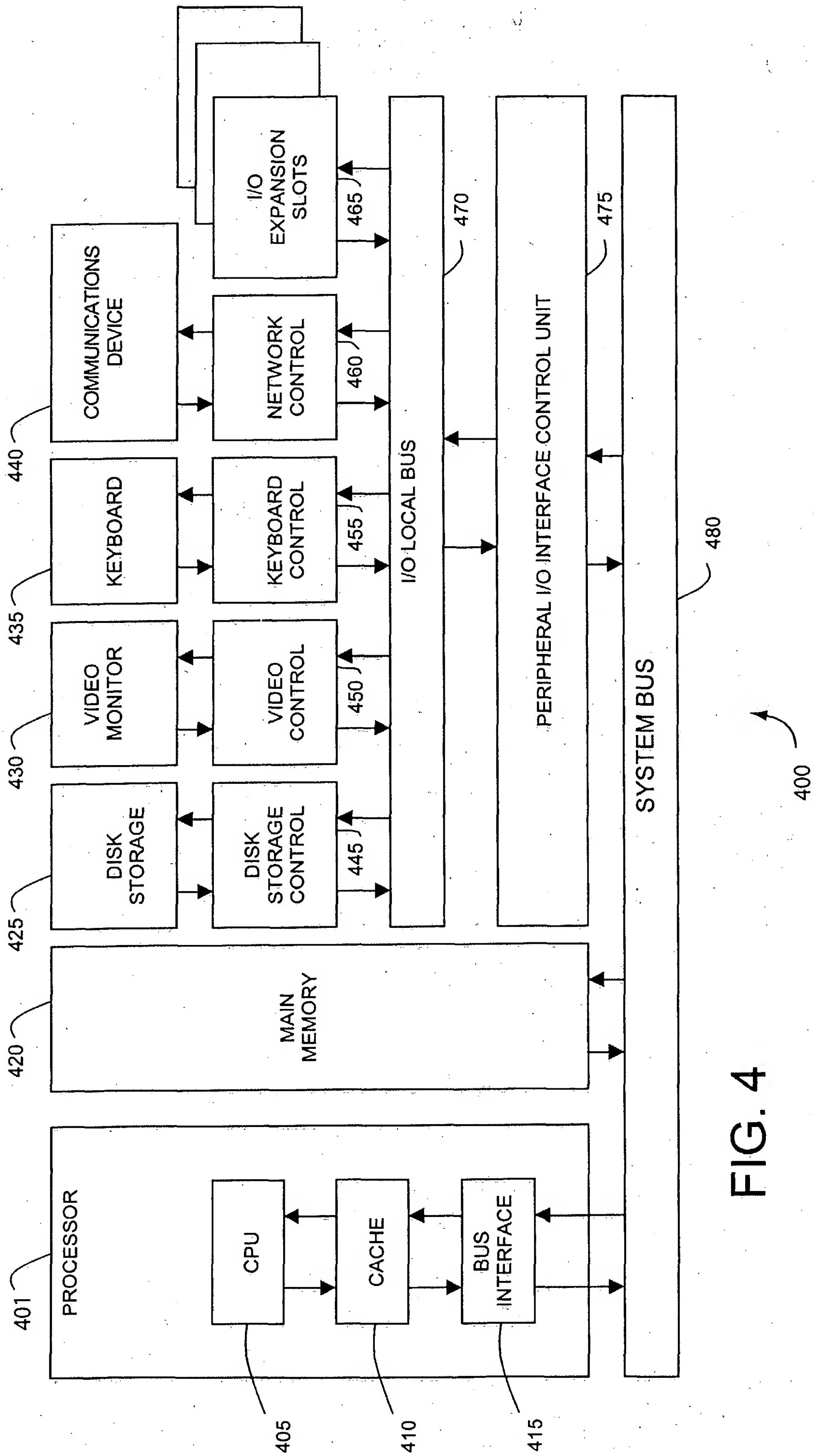


FIG. 4

APPLICATION	ACCEPTABLE FRAME RATE	CPU REQUIREMENT (REMOTE DISPLAY SERVER)		CPU REQUIREMENT (APPLICATION)		NETWORK BANDWIDTH REQUIREMENT (REMOTE DISPLAY SERVER)	
		LOW	ALLOWED	LOW	ALLOWED	LOW	ALLOWED
ENGINEERING	~10 FRAMES/ SEC	8 %	10 %	8 %	10 %	15 %	20 %
VIDEO	~30 FRAMES/ SEC	20 %	25 %	20 %	25 %	35 %	40 %
GAMES	~5 FRAMES/ SEC	3 %	5 %	3 %	5 %	10 %	15 %

500

FIG. 5